

TWINCITY ATARI INTEREST GROUP NEWSLETTER

AUGUST 1982

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President	Peter Asch	825-1242	Vice-president	Steve Crowley	944-5152
Secretary	Mike Doleman	861-1893	Treasurer	Jim Dahlberg	423-1963

MEETING NOTES: July 25, 1982

Cassette orders from the library are limited to 10 programs per month. This is not intended to discriminate against cassette owners, but to relieve the librarian. Since the size of the library has grown significantly, there may be a point in time when a similar limit will have to be established for disks. If anyone learns of a FAST method for CLOADing please let the librarian know. Programs can be obtained from the assistant librarian, Steve Thul (488-6979).

The SWAP & GAME MEET was discussed and a committee was established to get it off the drawing board. The chairman for the meet is Brian Winerly (739-5746). Other volunteers are John Stanley, Steve Thul, Steve Crowley, Ralph Russel and Phil Siefert. The meet will begin at 1:00 on the Sunday scheduled. One swap rule is that software sold or exchanged must be original tapes or disks and include all documentation. It is not the policy of TAIG to encourage an environment for copyright violation. We assume all participants are aware that copyright law requires disposal of any backup programs when the original changes hands. (It is not a violation of copyright to make backups for your own reference.) See 17 USC 117.

The FASTCHIP is here. If you ordered it, contact Jim Dahlberg (423-1963).

The Education Special Interest Group will begin meeting after school starts.

ATARI's Personal Finance program is being recalled for credit. You must send in the warranty card for a refund.

Todd Burkey has started a software marketing company called SOFT UNLIMITD. He offers royalties of 15-25%. Contact Todd at 542-1027.

David Schultz won the Dayton's Pacman contest at the Burnsville store with a score of 112,670 for a \$30 credit certificate.

THE GRAPEVINE

By Mike Doleman

This month TAIG, and probably all the other Atari user groups, received by mail an offer from one Stella Galiatsatos of Dania, FL. to buy and/or sell used software. This proposition is being offered as a commercial venture to avoid "paying dearly" for software by buying used software. While there is nothing wrong with this concept, the suggestion that

you buy the original from us. You make a copy for your use(if you wish) and sell us back the original for 'cash' or credit.

that shows a serious ignorance or base disregard for software copyrights. While it is not the dealer who is doing the actual illegal act of copying a copyrighted work, it is hardly admirable to engage in a commercial undertaking that advises the customer to do the dirty work. While an individual can not be expected to be totally aware of every single legal technicality regarding the use of software, a business dealing in software should not encourage customers to violate the law. Any user group receiving such offers should dispose of the material in the nearest garbage container, so its members will not assume that such a procedure is legitimate.

FROM the Waterloo Atari Users Group, IA-ATARI has delayed shipment of orders (from APX) so that they can go through the current programs and add copy protection so that we cannot access the program to make back-up copies or modify them to meet our needs. Of course this adds 28% to the price of the programs.

FOR SALE: Epson CD110 80 column printers, used. \$125-135/lower case. Must use serial port or RS-232 interface. If a group purchase of 10 can be organised, a \$10/printer discount is available. Contact Mike Doleman 861-1893

FOR SALE: ATARI Microsoft Basic disk and manual, \$60. Contact Dana Noonan (869-5544)

NEWS FROM THE LIBRARY

We won't be publishing a list of all our software in every newsletter because it takes up too much space. We will tell you about new programs added to the library and what's in the disk of the month. You can obtain a list of all the programs in our library by picking one up at the meetings or by writing to Phil Seifert, 48 Kelley Rd., Chaska, MN 55318.

We have a new program for our pay library called LLIST. It is written by Dale Panton. What it does is take a program you have listed to disk and prints it on your Epson printer. It converts control characters to printable form. No more Epson switching from condensed mode to double sized emphasized printing. It is a really nice program. Good work Dale. I would also like to clarify what the Casdisk program is. Casdisk will take a bootable machine language cassette that is a single stage boot (that means the boot program does not load in more from the cassette) and makes a bootable disk or another cassette out of it. Casdisk right now is only available for disks, I have not made a cassette loadable version yet.

The library also has a game called Myriapedes. It is a game for disk systems with the OLD O.S. ROMS ONLY. You can order this at the meetings.

The August Disk of the Month contains the following programs.

Timetral	a good racing game
Appleatr	eat an apple
Starwarp	star trek simulation
Cipher	create ciphers
Darkstar	blow up unstable systems
Horserac	we're off to the races
Elec	run an electric company
Notein	demo on notes & points
Noteout	demo on notes & points
Octadraw	sketching program
Poem	creates random poems
Memdump	memory dump
Calcnt	count those calories

I would like to remind everyone that we do not know the memory requirements of these programs, so buy at your own risk.

We would like to get a cassette of the month going. Does anyone want to volunteer their time? What we need is an inexpensive way to mass produce cassettes and someone to do it.

CHILDREN WILL PLAY by Phil Seifert

I'm back! This last month has been one of the dullest I have ever encountered. I mean, really, very little software was released. If I am going to be bored, then so are you.

The following is an unpaid for list of the top ten games in number of sales.

1. PacMan (atari cartridge)
2. Mouskattack
3. Wizardry (wish I had one!)
4. Bug Attack
5. Choplifter
6. Bandits
7. Knight of Diamonds (sequel to Wizardry)
8. Snack Attack
9. Megalegs
10. Crossfire

However, it isn't really so bad. I finally got a chance to see Preppie from Adventure International. It is a really good Frogger type game. Another interesting development is that A.I. includes a coupon with the original package that allows you to buy another disk (no documentation) for just \$4.00. Now this is what I call a step in the right direction. Preppie is protected so you can't make duplicates easily so they will allow you to buy another at a reduced cost. I would really recommend this one over Pacific Coast Highway but I would like to compare it to On-Line's Frogger. Where is it, you guys?!

Another new release is Centipedes from Atari. It might be my imagination, but it seems that Atari is not missing their announced release date as much as they used to. Centipedes comes on a cartridge for \$45.00 and will run on any Atari 400 or 800. Sure would save a lot of quarters in the arcades.

TAIG HONOR ROLL

Asteroids	350,000 Mark Nelson
Caverns of Mars	115,370 Dave Schultz
Jawbreaker I	49,510 Liz Smoliak
Jawbreaker II	56,530 Brian Moore
Krazy Shoot-out	35,740 Phil Seifert
Missile Command	135,765 Dave Schultz
PacMan	101,760 Dave Schultz
Shooting Arcade	43,520 Phil Seifert
Star Raiders	Star Commander Class I Vint Knechtges
Threshold	212,100 Phil Seifert

You know, if these are really the highest scores in our group, then we must not be eating right. I am seeing really high scores in other groups newsletters i.e. Missile Command 1,500,000. Starting next month we all begin an exercise program at the meetings. Remember to bring your gym shorts and a pair of joysticks for isometric exercises.

Before I go, here are some programs we are waiting to see translated for our computer; Wizardry (Sir-Tech), Knight of Diamonds (Sir-Tech), Wizardry, Knight of Diamonds, Wizardry, Knight of Diamonds....

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*** MURPHY'S LAW ***

DISK DISARRAY

For this edition of the newsletter I will discuss a program that will help you get your disks in order. But first let me present a method for doing this.

The biggest problem is usually programs of different types mixed together on the same disk. In order to make use of the program you should break your disks down into a few major categories. I suggest the following:

- AMUSEMENT - Etch sketch, Demos, etc.
- BUSINESS - Word processing, Income Tax, etc.
- DATA - Data of any kind.
- EDUCATION - Math drill, States & Caps., etc.
- GAMES - Competitions, Adventures, etc.
- INTERFACE - Modem, RS232, Special printer., etc.
- MISCELLANEOUS - Not in others, in more than one, etc.
- SCIENTIFIC - Astronomy, Chemistry, Navigation, etc.
- UTILITIES - Editor/ASM, DOS related, etc.
- WORKING - Program development, etc.

You need to set aside one disk for each of these categories. Now run the program at the end of this article. It will copy the directory of your mixed up disk into a string, and all you have to do is pick the function you want the program to perform. You can select from the following menu, Copy (from one disk to another), Erase (from the source disk), Both (copy from source to destination-erase source), Skip (go to next program), or DOS, which will call up the DOS. You never have to type in a filespec, the program does it for you. I would suggest that you first catalog all your programs with one of the many catalog systems around. Now as you Copy and Erase a program you can cross it off the list you have of all your programs. This will help you delete duplicate programs that waste disk space. When I used this method I freed up about 20 disk sides or about 1/3 of my total number of disks. I use this program with CP/A (OS/A+) which allows you to go to the DOS and return to the cartridge without losing your program in RAM, but it will work fine with DOS II. I call the program 'DUPPROGS.BAS'. When you type it in, leave out the REM, and type in Inverse video the first letter of each selection of the menu I explained above. If you have two disk drives the program will work automatically, copying and erasing from one drive to another. The program checks for errors and will not erase a program if it detects an error. The only error it doesn't check for, is if you try to load a program into the buffer that is longer than the number of sectors specified when you started the program. This number is usually around 125 sectors which will take care of about 99 percent of your programs.

Written by James Murphy

Panama Canal Atari Users Group

```

3 ZR=0:UND=1:TW=2:GRAPHICS ZR:SETCOLOR 4,9,4:SETCOLOR TW,9,4
:POKE 82,ZR:POKE 83,39
10 DIM Y$(UND),D$(12),D$(15),IB$(17),SB$(960),SEC$(4):DC=IN
7(FRE(ZR)/125):125-250:DIM BUF$(DC)
18 SB$="":GOSUB 1000:GOTO 3000
30 ERA=0:?:?"COPY-ERASE-BOTH(C+E)-SKIP-DOS":INPUT Y$
32 IF Y$<"C" AND Y$<"E" AND Y$<"B" AND Y$<"S" AND Y$<"D
" THEN 30
33 IF Y$="S" THEN NEXT X:GOTO 462
34 IF (Y$="C" OR Y$="B") AND D$="DOS.SYS" THEN ? :? "CAN'T C
OPY DOS.SYS":GOTO 3060
35 IF Y$="C" THEN 40
36 IF Y$="E" THEN GOSUB 7000:GOTO 5000
37 IF Y$="D" THEN DOS:GOTO 462
39 GOSUB 7000:ERA=1
40 BUF$(UND,UND)=" ":BUF$(DC,DC)=" ":BUF$(TW)=BUF$
41 RN=UND:X1=7:X2=4:IF AUTO<>0 THEN ? :? "PUT SOURCE DISK IN
DRIVE #":SR:?:?"HIT RETURN":INPUT Y$
42 D1$="D1":D1$(TW,TW)=STR$(SR):D1$(LEN(D1$)+UND)=D$
210 TRAP 7040:CLOSE #UND:OPEN #UND,X2,0,D1$
220 IOCB=832+16:POKE IOCB+TW,X1
240 BUF=ADR(BUF$):POKE IOCB+4,BUF-(INT(BUF/256)*256)
260 POKE IOCB+5,INT(BUF/256):BUFLN=LEN(BUF$)
280 POKE IOCB+8,BUFLN-(INT(BUFLN/256)*256)
290 POKE IOCB+9,INT(BUFLN/256):DUMMY=USR(ADR("hhh&LVd"),16)
301 REM # "hhh(INVERSE ASTERISK)LV(INVERSE LOWER CASE D)" #
302 BUFLN=PEEK(IOCB+8)+PEEK(IOCB+9)*256:FLT=PEEK(851)
305 CLOSE #1:IF RN=TW AND FLT>127 THEN ? :? "WRITE ERROR #
":FLT:?:?"CHECK DEST. DISK #":GOTO 3060
315 IF RN=TW AND ERA=1 THEN 5000
317 IF RN=TW THEN 460
325 IF FLT>127 AND FLT<>136 THEN ? :? "READ ERROR # ":FLT:
?:?"CHECK SOURCE DISK #":GOTO 3060
340 BUF$=BUF$(UND,BUFLN)
345 RN=TW:IF AUTO<>0 THEN ? :? "PUT DESTINATION DISK IN DRIV
E #":DS:?:?"HIT RETURN":INPUT Y$
346 IF Y$="S" THEN 460
350 D1$(TW,TW)=STR$(DS):X1=11:X2=8:GOTO 210
460 CLOSE #1:NEXT X
462 ? :? "DO YOU WANT TO DO ANOTHER (Y-N)":INPUT Y$:IF Y$<
"Y" AND Y$<"N" THEN 462
470 IF Y$="Y" THEN 18
480 DOS
1000 ? "}" DUPLICATE PROGRAMS "
1001 ? :? DC/125;"SECTORS MAXIMUM FILE SIZE"
1002 ? :? "PLACE SOURCE DISK IN DRIVE SELECTED"
1004 TRAP 1000:?:?"ENTER SOURCE DRIVE TO READ":INPUT SR:S
R=INT(SR):IF SR<1 OR SR>4 THEN 1000
1010 D$="D1:$.":D$(2,2)=STR$(SR)
1020 TRAP 1000:CLOSE #1:OPEN #1,6,0,D$
1030 INPUT #1:IB$:IF LEN(IB$)<17 THEN 2000
1040 SB$(LEN(SB$)+1)=IB$(3):GOTO 1030
2000 TRAP 2000:CLOSE #1:?:?"ENTER DESTINATION DRIVE":INPU
T DS:DS=INT(DS):IF DS<1 OR DS>4 THEN 2000
2002 IF LEN(SB$)=0 THEN ? :? "NO PROGRAMS ON SOURCE DISK!":G
OTO 462
2005 TRAP 7040:AUTO=0:IF SR=DS THEN AUTO=1
2020 RETURN
3000 FOR X=1 TO LEN(SB$) STEP 15:Z=8:D1$=SB$(X,X+14)
3023 D$=D1$(1,8):SEC$=D1$(12,15)
3030 IF D$(Z,Z)="" THEN D$=D$(1,Z-1):Z=Z-1:GOTO 3030
3040 IF D$(9,11)<>" " THEN D$(LEN(D$)+1)=".":D$(LEN(D$)+1
)=D1$(9,11)
3060 ? :? "THIS PROGRAM - - - ":D$:POKE 85,32:?:SEC$
3070 GOTO 30
5000 IF AUTO<>0 THEN ? :? "PLACE SOURCE DISK IN DRIVE #":SR:
?:?"AND HIT RETURN TO ERASE":INPUT Y$
5005 CLOSE #1:D1$="D1":D1$(2,2)=STR$(SR):D1$(LEN(D1$)+1)=D$
5010 TRAP 5050:XIO 36,#1,0,0,D1$
5020 TRAP 5070:XIO 33,#1,0,0,D1$:NEXT X:GOTO 462
5050 IF PEEK(195)=144 THEN ? :? "REMOVE WRITE PROTECT TAB":G
OSUB 6000:GOTO 3060
5070 ? :? "ERROR # ":PEEK(195):" # ":GOSUB 6000:NEX
T X:GOTO 462
6000 FOR TIM=1 TO 200:NEXT TIM:RETURN
7000 ? :? "ARE YOU SURE":INPUT Y$:IF Y$="Y" THEN RETURN
7020 IF Y$<"N" THEN 7000
7030 POP :GOTO 3060
7040 CLOSE #1:?:?"ERROR # ":PEEK(195):" # ":GOSUB
6000:GOTO 462

```

TO FLIP OR NOT TO FLIP

By Robert Q. Won

How many times have you mentioned the cost of blank disks? Disks are the mainstay in the storage of programs, data, games, and all your programming efforts. Average disk costs are from \$3.00 to \$5.50 per disk when purchased in boxes of 10 disks. We're talking about a single sided, single density, soft-sectored, 5-1/4 inch disk...whether Atari, Verbatim, Elephant, Memorex, 3M, Maxell, or even Omni.

Experienced users have already discovered that although factory made double-sided disks cost only a little less than the cost of two single-sided disks. They do however afford double the capacity storage in half the space and this can be an important consideration as your personal library expands.

However, wiser programmers have discovered a means of acquiring the double capacity storage using regular single-sided disks.

How do you make a one-sided disk into a two-sided disk? Simply purchase an inexpensive hand held hole puncher (anywhere from \$0.99 - \$2.99) from a stationary store. Look at your single-sided disk. There is a notch on the right hand side of the disk. Make yourself a template and measure the distance from the bottom of the disk to the center of the notch. Flip your template over and use your hole-punch to make another notch on the other side of the disk. Make sure that you do not punch in further than to make a semi-circle. That's it. Flip your disk over and format your newly acquired side. Of the numerous brands of disks that I have worked with....all have provided me with formatable, readable, and writable double-sided disks with near 100% reliability. And the only cost to me was a \$0.99 hole-punch.

One added note, you should not attempt to do all your disks at the same time. Try each one out and see if it will format. If one of your newly created sides "Don't work!" then put a WRITE PROTECT TAB over its notch and label that side as BAD so you won't attempt to use it to store some VALUABLE DATA OR A VERY SPECIAL PROGRAM sometime in the future.

In that the ATARI 810 disk drive doesn't utilize the timing hole next to the hub, the method for providing this additional storage is cheap and is as simple as 1, 2, 3. Before describing how to accomplish this expansion which can double your pleasure, using your single-sided disks, a few warnings.

TO FLIP OR NOT TO FLIP?? Does cost seem like a good reason? If so read on. Factory made single-sided disks are supposed to be CERTIFIED clean for READING AND WRITING on ONE SIDE ONLY, while manufactured double-sided disks are said to be CERTIFIED on BOTH SIDES. So why tamper with nature? In reality it is simpler for the factory to make magnetic disks which are clean, readable and writeable on EITHER SIDE and then they don't have to worry about which side is up or down when sealing them in the little black envelopes. The main cost to the manufacturer in making double-sided disks is that of CERTIFYING each side in their quality control process. Very few fail this test but some do. To certify both sides takes time and this cost is passed on to you the consumer. Sure, there is the possibility that in making your one-sided disk into a FLIP SIDE DOUBLE you may wind up with a few bad sides. But then even the factory has some rejects, especially those manufactured on Mondays and Fridays). However, you'll find the cost savings will far outweigh any risks involved.

Don't forget though, the more disk sides you have to store stuff on, the more you have to keep track of. You just program like "crazy", but then WOW....where do I find that "WHAT-CHA-MA-Callit"? Personal frustration and experience has taught me to respect the need for organization. A disk inventory program wouldn't hurt. One method is to number your disks in increments of ten. Number the back side in half increments (15 - or the back side of 10). Use alphabetical characters for your games, e.g. "Disk A (front side of game disk)" and "Disk A5 (back side of same disk - also for games)". As you expand, you will appreciate that any disk inventory system will generate a logical listing of games or program/data information, provided that you are willing to organize yourself.

I use disposable directories for each of my newly acquired double-sided disks. In other words, I do not label my disks directly, but catalog them with disposable cards. This way, if I decide to consolidate, or delete a disk, then I just dispose of the card and there is no need to apply another label to the disk.

Good luck in your computing endeavors. The decision to "FLIP OR NOT TO FLIP" is strictly up to you.

##Panama Canal Atari Users Group##

SHOULD YOU CONVERT YOUR T.V. TO A MONITOR?

By Allen Middleton

After three years of black and white video reception, I decided to move up to color. I had three choices, a standard color television using a monitor conversion kit, offered by V.A.M.P. INC., a composite video monitor, or an R.G.B. monitor (The best of the lot, an R.G.B. can have a higher resolution picture tube, and has more efficient drive circuitry, however it cannot directly accept the video signal generated by the Atari 800. A conversion kit does exist for the for the Apple II, an probably could be modified for use by the Atari 800.)

As of June, the least expensive R.G.B. had been \$599, minus the NTSC to R.G.B. signal converter. (The new BMC R.G.B. lists for \$330, by far the best price around. I haven't seen it, but I have seen their green screens, and they are were/are the best price/performers around. They also have a case and warranty... I'm refering to an ad in the back of BYTE for R.G.B.'s without a case and manufacturer.) R.G.B.'s have the potential of providing the best possible display around, the colors are of such high intensity, they almost hurt to look at the display. (I'm thinking about Compucolor monitors, an old personal computer, now more dead, it has swung entirely towards the business market.) However, seeing the Electrohome \$900 dollar R.G.B. hooked up to the Apple III didn't impress me, it looked just like a typical display except it could display 80 characters distinctly. (Composite video monitors fuzz out.) So I ruled out the R.G.B.'s mainly because of price, and the presumption Atari's were designed for a television; one won't notice the added resolution, Compucolors monitors are the 1970 Plymouth Barracuda's of the monitor industry, and of course, the problem on how to hook it up.

The composite video monitors range in price from \$300 (Texas Instrument's and BMC's) to \$450, typically more than a television. All of the composite video monitors I've seen are simply t.v.'s without the tuner section and an input to their video amplifiers. (There is usually no provision for sound.) So, I ruled them out as being a bad deal (can't watch the North Stars), favoring my own conversion of a good t.v. set. (I happened to find a good deal on a Sony 12", almost the ideal size screen, and provides the best color separation and rated the best I've seen yet on some other silly tests I've devised.)

V.A.M.P. offers two models of kits, one for \$30 and one for \$65. They both do almost same thing, but the more expensive will work on more sets. I ordered the one they obviously recomend, since I didn't have too much faith in them in the first place (they claim the kit will allow 80 characters on the screen, when I called and ordered the kit, I confronted sales clerk on that claim and he backed down a lot, he also said it would take me two hours.), and I wanted the best possible chance of the thing working.

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I got the kit in about three days. One gets a circuit board that must be assembled, (that alone took three hours, they substituted some parts that were not on the list). Out of a 12 page manual (very well written, there are a couple mess ups though) two short paragraphs were devoted to the circuit board assembly, the rest is on hooking it up to the set. So I started drilling holes in my new Sony and cutting traces on its circuit board (One must make their own decision on exactly where to inject the video and audio, yes the expensive kit also gives sound). Unless you have played with the innards of a t.v. before, are familiar with electronics, and have no hang ups about ruining warranties, your in for an adventure!

Everything worked the first time! However, the board had too much current running through it and we had to finally disconnect the sound circuit. (Why voltage was coming from there I'll never know.) As of now 8/15, I still have no sound, but I haven't had time to work on it and am confident I'll get it working soon. The picture looks like I expected, it displays as good a picture as the Atari can put out.

The kit rates about a 9 out of ten, the add and the salesman led me to believe there would be much less work involved. Do I recommend the kit? No, just by a Sony.

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TWINCITY
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Next TAIG Meeting:

Sunday August 29, 1982, 7:00 P.M.

Minnesota Federal Savings and Loan
31 9th Street
Hopkins, MN